

## Party Games for Large Groups of Teenagers

?? Are you sure you really want to do this??

Getting people of the world to have fun together

Dramatized Chinese Whispers	<p>Several people are taken out of the room. One is returned and while the others are entertained by an assistant is told to mime one of the following (or one of your own ideas)</p> <ul style="list-style-type: none"><li>• Changing the nappies of twins</li><li>• Bathing an elephant</li></ul> <p>Before they start, a second person is brought into the room and told to watch. When the first demonstration has been completed, the first person is allowed to retake their place and the second is told that they have to do what they have just seen. Again, before they start, the third person is brought in to see the demonstration. The games ends when the last person has done the mime, and is asked what they have just done.</p>
NOT Dramatized Chinese Whispers	<p>This is a vindictive version of Dramatized Chinese Whispers. One person is taken out of the room and told to mime a duck landing on a frozen lake! Meanwhile, an assistant is telling the remainder of the party guests what they are about to see, and to guess anything else (to encourage the person to continue their mime). The victim is brought back to do their mime.</p> <p>When they have finished, the organizer gets everyone to 'guess' the right answer in unison. It may be appropriate to congratulate the victim with the words. "Well Done ... You certainly have been."</p>
Musical Chairs	<p>The old favourite. With one fewer chairs than people, a short snippet of music is played while the people move around the room. When the music stops everyone tries to sit on a vacant chair. (Only ONE person per chair) The person who doesn't find a chair</p>

	is out. One chair is taken away and the game continues until only one person (The Winner) is left.
Horses and Riders	Like Musical Chairs, but the young gentlemen are the horses and the young ladies are the riders. There is one fewer gentlemen than ladies. When the music stops, the ladies have to climb on the backs of the gentlemen. Again, the winners are the last complete couple.
Guess the Picture	A Good game to get people talking together at the start of the party  Collect a set of pictures of your town / locality / personalities etc. and display them on the wall with a number. The guests have to identify them and write the name on a sheet of paper. The winner is the one with the highest score.
Stations	Everyone stands a circle (except one who is standing in the middle) and has been told to remember a different station name. The person in the middle calls out two names. The stations have to change places quickly, before the person in the middle can get to one of the empty spaces. Who ever is left without a place is the person in the middle for the next game.
Who am I	A Good game to get people talking together at the start of the party  As they arrive each person has a piece of paper pinned to their back. The paper contains the name of a famous person. By asking questions which can only be answered with "Yes" or "No" such as "Am I still alive?", "Am I fictional?", etc. the person has to guess their name. Successful guessers may have another go.
Bigamy	One Gentleman takes three chairs arranges them in a large circle, along with all the other men. Each gentleman then collects two ladies and seats them in his chairs, one on his right side, and the other on his left. One lady is then removed. from the circle. The gentleman who now only has one wife, must now go steal one from another by winking, waving etc. But

	<p>without letting her gentleman know. She must then dash to the empty ladies' chair and the gentleman return to his own place. If she makes it half way across the room before the previous gentleman stands up and catches up with her, she takes her place with her new gentleman, and her previous one now has to replace the missing wife.</p>
Soldiers	<p>Take all the girls out of the room and tell them that the room has a line of soldiers who are willing to demonstrate their skills of quick and slow firing. Tell the boys to form a line (shoulder to shoulder) away from the door. (Optionally turn the lights down or out.)</p> <p>In turn, each girl is asked if she would like the demonstration of quick or slow firing. Having answered, the door is opened and she is pushed into the room, and her answer is shouted to the boys. If she opted for quick firing, the boys give her a quick kiss before pushing her onto the next in line, as quickly as possible. Slow firing allows the boys a longer kiss.</p>
Pass the Orange	<p>Arrange for teams of about 8 to stand in a line, one behind the other (arranged boy, girl, boy,...). Give each team an orange which the first person should tuck under his chin. This should be passed to the person behind. When the orange gets to the last person, they come to the front of the line and start again. The winning team is the first one which gets their starting person to the front again.</p>
Pass the Key	<p>You need two similar sized Very Large Keys (about 6 inches long), each tied to the end of a long length (60 feet or more) coarse string. The keys and string should have spent a few hours in the freezer immediately before being brought out.</p> <p>Line up two teams of about eight to ten.</p> <p>The key must be passed down trousers and dresses and skirts and the string will show the route followed. The winning team is the first to get everyone 'threaded" together.</p>
Pass the Balloon	<p>This is like Pass the Orange, but use a balloon held between the knees</p>

<p>Pass the <i>Anything</i></p>	<p>Arrange teams of players in lines and give the first person on each line a object to be passed in a given fashion. Suggestions include:-</p> <ul style="list-style-type: none"> <li>• A stick of spaghetti. to be held in the mouth. (A variation is to break off a piece as you pass it.)</li> <li>• A credit card to be sucked to your lips.</li> <li>• A coin to be held between the first person's nose, and the next person's nose, while they walk around the back of the line and back to the front again. The first person goes to the back of the line, and the game continues, with a new 'next person'.</li> </ul>
<p>Pass the scissors</p>	<p>All players sit in a circle, and one is given a pair of scissors. In turn, the scissors are passed around the circle, from one player to the next. As a player passes the scissors to the next person they say either "CROSSED" or "UNCROSSED", and will be told if they are right or wrong. The object is to try and find out what the rule is. It is interesting at the start if the person knows the rule, and makes a great play of turning the scissors around and opening and closing them. The game continues untill all have solved the mystery, or you take pity on the remainder.</p> <p>The rule has nothing to do with the scissors. IT'S WHETHER YOU HAVE YOUR <b>LEGS</b> CROSSED!</p>
<p>Guest at the Party</p>	<p>Three people are taken out of the room and each is given a card describing a person (or personality or characteristic). A fourth person is nominated as "Host". One by one, the three guests enter the room portraying what is written on their card. The Host has to guess what was written on the card. The guests do not have to wait until the previous one has been identified before entering.</p> <p>Ideas include:-</p> <ul style="list-style-type: none"> <li>• An Astronaut</li> <li>• James Pond (Spoof Secret Agent)</li> <li>• A Blue Peter Presenter</li> <li>• Harvey Smith (Show Jumper)</li> <li>• Dipsey (one of the Teletubbies)</li> </ul>

	<ul style="list-style-type: none"> <li>• A policeman going to the ball</li> </ul>
I Have Never	<p>Each person receives several counters (toothpicks, pennies, etc.) and sits in a circle.</p> <p>Then take turns around the circle. Each person tells of something they have never done (example: I have never broken a bone or I have never traveled out of the country). Anyone who has done this must give the speaker one of their toothpicks or pennies. After going around the circle several times, the person with the most tokens wins.</p>
Candles and Water Pistols	<p>Two (or more players, if you dare) are given a lighted candle (secured to a plate) and a loaded water pistol. The winner is the last to still have a lighted candle. Players are not allowed to deliberately use their bodies, or anything else to shield their candle.</p>
Mummies	<p>Split the party goes into teams of three and give each team a toilet roll. Two persons then wrap the third in the toilet roll so that they look like an Egyptian Mummy. The winning team is the one who in a set time (say 2 minutes) have the neatest and most covered Mummy.</p>
Fashion Designer	<p>This is like "Mummies" but instead of having toilet paper and having to wrap the 'victim' to look like a mummy, you give each team part of a (not ready pasted) wall-paper roll, and 12 safety pins and they have to make an 'outfit', in say 5 minutes.</p> <p>If you wish, you may specify "A dress", "Jacket and trousers", etc.</p> <p>(The paper may be pinned on the person's normal clothes, rather than having to make the 'outfit' and then they have to put it on.)</p>
The Photographer	<p>An equal number of boys and girls are taken out of the room, andn the one couple are brought back as to be posed for a 'really romantic' wedding photograph, so bring in a boy from outside to arrange them in the pose of his choice. When he has finished, he is told that he must now take the place of the boy in the pose! (If you have a camera, now is the time to use it.) Now it is the turn of the next girl to come in and</p>

	arrange the couple, and so the game go on until everyong is back in.
Honey, if you love me smile	<p>Have all players except for one sit in a circle facing each other. The one who is not in the circle faces a player of the opposite sex and requests "Honey, if you love me smile." Aside from tickling, the player may do anything to make the person smile.</p> <p>After a while the chosen partner must reply "Honey, I love you but I just can't smile" without smiling.</p> <p>If the player chosen partner smiles while saying this, then they must give their place, and it becomes their turn to choose a partner.</p>
Scavenger Hunt	<p>This is very popular among large groups of teenagers. Make a list of 30-35 everyday items (ie.toilet paper roll, red piece of string, rubberband, chewed piece of gum,etc.) and sent two teams on a mission to find these items on thier list. They have one hour to find these and the winning team is the one that is back first with EVERYTHING ON THEIR LIST!!!</p>
Doughnuts and Toothpicks	<p>Everyone stands in a line with toothpicks in there mouth the first person puts a ring doughnut on the toothpick then they have to pass it on to the other players toothpick without making it fall.</p> <p>If it falls on your turn the person before you wins.</p> <p>A variation is to make several teams each stand in line and the doughnut is passed from the front to the back. When it gets to the back, the person has to run / walk / stroll to the front and start again. If it falls, it has to be passed to the front person and start again down the line. The winning team is the first to have had everyone start at the front.</p>
Whistling Crackers	<p>You give every child 3 soda crackers. When you say "GO" every child puts all the crackers at once in his/her mouth. The first one to whistle wins. (You can also substitute the soda crackers with peanut butter but make sure there are no Allergies).</p>
Can You Guess	<p>Put several small items into a brown paper bag. Blindfold one person and hand them one of the items in the bag. Give them a few seconds to guess what the item is. If they are unsuccessful they are out. The last one wins.</p>
	Everyone sits in a circle except one who is given a

Ducky Ducky

pillow and blind-fold. They then go and place the pillow on a persons lap, sit on it and say ducky ducky. The person should say "quack quack" this can be done only 3 times. If the blind person guesses the name the person, they should now be given the blind fold and the game run over again - after everyone has changed their places.